- KINGDOM DEATH: MONSTER -

FROGDOG

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FROGDOG

Only a lucky few would miss the stench that betrays its presence. The Frogdog often ventures from its water-logged domain to hunt and squash its prey.

- 3 x Frogdog plastic sprues
- 2 x Terrain and token sheets
- 35 x Frogdog AI cards
- 24 x Frogdog HL cards
- 21 x Fart cards
- 8 x Frogdog Hunt Event cards
- 21 x Frogdog resource cards
- 73 x Gear cards
- 7 x Bullfrogdog AI cards
- 2 x Rare gear cards
- 2 x Settlement Event cards
- 2 x Frogdog pattern cards
- 1 x Seed pattern card
- 1 x Scout discovery card
- 3 x Knowledge cards
- 3 x Dividers
- 1 x Innovation card
- 2 x Terrain cards
- 3 x Disorder cards
- 3 x Fighting Art cards
- 2 x Secret Fighting Art cards
- 1 x Special Hunt Event card
- 7 x Strange resource cards
- 2 x Indomitable resource cards
- 3 x Bullfrogdog HL cards
- 1 x Vermin cards
- 2 x Armor Set Bonus cards
- 2 x Frogdog pattern gear cards
- 1 x Seed pattern gear card
- 1 x Scout gear card
- 1 x Collective Cognition Reward card

Add to Your Collection
Use the Frogdog dividers to organize this expansion in your collection.

Add Innovations, Terrain, Disorders, Fighting Arts, Secret Fighting Arts, Vermin, Settlement Events, Seed Patterns, and Collective Cognition rewards to their respective decks **only** when you include Frogdog in a campaign.

Add Frogdog to the Campaign

This expansion includes a Node 1 quarry monster for *Monster* campaigns. Node 1 quarry monsters are the keystone species that surrounds the settlement.

Add the Frogdog disorders, fighting arts, secret fighting arts, settlement events, and patterns, to their respective decks.

If your campaign includes seed patterns, add Frogdog seed patterns to the settlements Seed Pattern deck.

If your campaign includes arc survivors, add the Frogdog collective cognition reward card to your Collective Cognition Reward deck.

If your campaign includes scouts, add the Frogdog scout discovery to your scout discoveries and the Frogdog Tablet to your Outskirts gear.

Add Frogdog to a New Campaign

At the start of the campaign, the survivors awaken to find the existential menace of the approaching White Lion unceremoniously replaced by a new threat. Use **Devour the White Lion** to replace the First Story Prologue and the White Lion showdown.

Add Frogdog as your Node 1 quarry monster on the settlement record sheet.

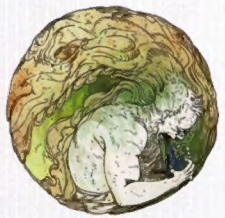
Add Frogdog to a Current Campaign

Add the Frogdog to your Quarry List on the settlement's record sheet. You may now hunt the Frogdog.

Rules

Foul Stench

The Frogdog weaponizes bad smells. Its **Foul Stench** trait card describes how these odors are tracked using stink tokens. If a survivor has any stink tokens, they are **stinky**. The survivor with the most stink tokens is the **stinkiest** (the monster controller decides in case of ties). A survivor with no stink tokens is not stinky.



On arrival, survivors may already be stinking. On arrival, gain a stink token for each piece of stinky gear in your gear grid and gain a stink token if an effect made you stinky this lantern year.

It is possible to lose stink tokens during the showdown, including stink tokens gained on arrival.

Heinous Origin

Wobbling, charged fart bubbles issue from the monster's uniquely mechanical double sphincter. On the showdown board these perils emerge from the central space behind the monster, referred to as the **Heinous Origin**.

Farts and Farts Deck

Different level Frogdogs produce different farts. These are represented by ⒷⒶⓁ Fart cards. The Farts in each Frogdog's deck are listed by monster level in the Monster Characteristics and Attributes section of the showdown page. Take all the Fart cards listed for your quarry's level and shuffle them together to create the Fart deck. Place it on the monster control panel.

Excluded Cards

This expansion includes 3 monster hit location cards with the exclude symbol. These cards are exclusive to the Bullfrogdog form of the monster. Remove them from the hit location deck, only include them in the deck when you face the Bullfrogdog.

Omens and Festivals

Survivors hunting Frogdogs are surrounded by the by-products of radical change. They may interpret these convergences as omens that portend corresponding changes in the settlement. If enough signs appear, the settlement celebrates the **Metamorphosis Festival**.

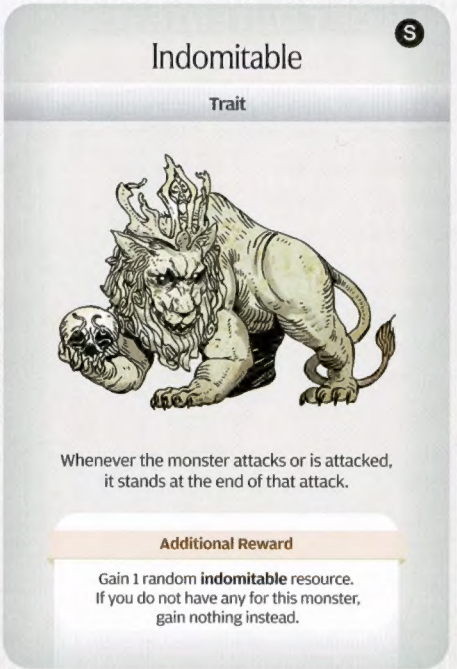
When survivors witness an omen on the hunt or during a showdown, use an omen tile as a reminder. When the survivors return they eagerly share news of the omens they witnessed with the settlement. During this step, record any omens on the settlement record sheet and archive the omen tiles.

The settlement nominates an interpreter of signs when they innovate **Mere Omens**. Under their guidance, the signs of change set in motion a dangerous celebration. During the Develop step, settlements that have innovated Mere Omens may call on their designated interpreter to spend 3 omens (erasing them from the settlement record sheet) to add **Metamorphosis Festival** to the settlement's timeline.

Indomitable Resources and Patterns

Indomitable resources rewards for defeating the toughest monsters. These monster specimens are so majestic, they inspire survivors to invent new implements. These are described on pattern cards. If an indomitable resource instructs you to gain a pattern, add it to the settlement's pattern cards.

Any patterns gained can be crafted during the Develop step of the settlement phase. Spend the listed cost and gain the gear. The crafting limit specifies the number of each gear the settlement can have at any time (e.g. *Frogdog pattern gear has ↖1, meaning the settlement can have one copy of each gear).*


Indomitable
S
Trait
Whenever the monster attacks or is attacked, it stands at the end of that attack.
Additional Reward
Gain 1 random indomitable resource. If you do not have any for this monster, gain nothing instead.

Bullfrogdog

Cagey Instinct and Leap

The Bullfrogdog's tusks change its behavior. A cagey Bullfrogdog's instinct is replaced by new behavior, listed on its data card and on the showdown page. The Frogdog's Leap trait is replaced by Bullish Charge which gives a new definition for its Leap action.

Bullish Charge

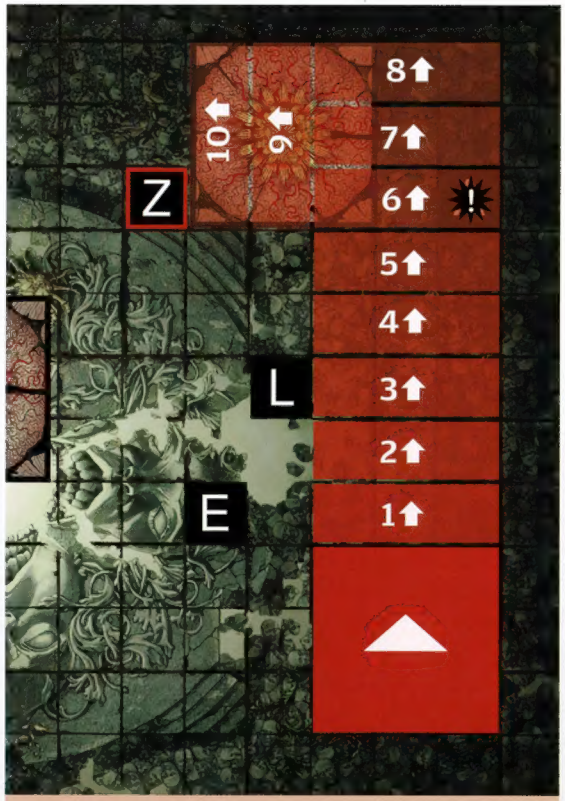
The density of its tusks prevents the Bullfrogdog from leaping, so it gores its victims by propelling itself along the ground instead. This new, violent version, Bullish Charge, replaces the Frogdog's Leap action.

The monster will charge on the shortest path to a Mammoth Leaf but will also maximize carnage on its route. If more than one shortest path exists, the monster controller should choose the one that collides with the most survivors.

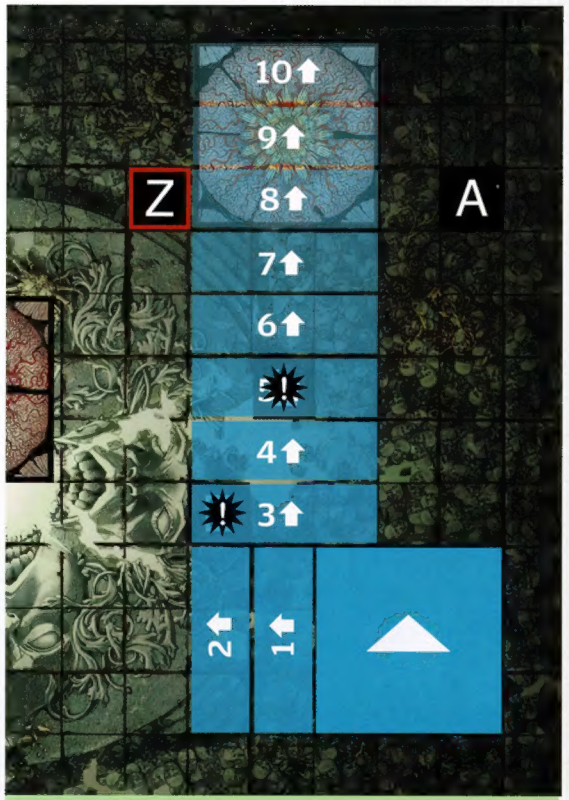
Four survivors face off with the monster. It draws AI **Soaring Smash**, *targeting Zachary, the farthest stinky survivor. It performs* **Leap** *but is too dense to take flight so* AI **Bullish Charge** *replaces the Frogdog's leap through the air with a charge that moves it along the ground. The monster controller randomly selects between the Mammoth Leaves. They select the top Mammoth Leaf as the destination of the monster's charge. The shortest path is 10 spaces away, but many paths exist. The monster controller must maximize carnage.*

Bullfrogdog Gear

Bullfrogdog gear has rules that apply when 1 ⚡ is spent simultaneously. This applies to maneuvers that spend these together (e.g., Pounce rule on the White Lion coat or Frog Kick knowledge) and not a survivor's normal act, when they spend 1, then ⚡ (or the other way around).



The monster controller moves the monster 10 spaces (its full movement): 8 spaces straight up, then 2 spaces left. This move collides only with Allister.



The monster controller moves the monster 10 spaces: 2 spaces left, then 8 spaces up, colliding with Erza, then Lucy. When the monster arrives on the Mammoth Leaf, it will turn its blind spot to the center of the showdown board and place Zachary in front of it. He suffers Grab. Then the monster attacks Zachary.

Arc Survivors Face the Frogdog

Arc survivor settlements may face the Frogdog as their Node 1 quarry monster. Arc survivors are a strain of divergent survivors. Rules for arc survivor campaigns are found in the Gambler's Chest expansion.

Prologue Frogdog
When the arc survivors face the prologue Frogdog during **Devour the White Lion** story, they are armed with their first knowledges. Shuffle together the knowledge cards with type **starting** (**Darkness I**, **Despair I**, **Fear I**, **Hunger I**, etc.). Distribute one to each starting arc survivor at random. Record the name, rules, observation conditions, and observation boxes (draw the same number of boxes as shown on the knowledge card) on the arc survivor record sheet.

Collective Cognition Reward
When arc survivors add the Frogdog as their Node 1 quarry monster, they gain collective cognition rewards inspired by it. Add the Frogdog Cuisine collective cognition reward card to the quarry 1 position (6 CC) when you build the numerically ordered collective cognition deck.

Frogdog Meal Gear and Supreme Cuisine
Settlements that innovate **Supreme Cuisine** may gain the Frogdog meal gear in this expansion.

Knowledges
If the arc survivors successfully reach 6 collective cognition, they will gain the benefits of Frogdog Cuisine, which adds the **Frog Kick I** knowledge to their knowledge deck.

Scout Discovery and Tablet

After the settlement innovates **Pictograph**, they may gain Scout Discoveries. The first time the survivors defeat a lvl 3+ Frogdog with a surviving scout, the scout gains **Puddles of Preservation** scout discovery.

Resolve the victory conditions of the Aftermath, then the scout resolves the scout discovery. As a result of their discovery, the scout will gain a tablet to aid survivors in future showdowns with the Frogdog.

Scout rules are found in the *Gambler's Chest* expansion. Scouts can be added to any campaign to increase the difficulty and immersion of your story.

Frogdog Seed Patterns

Include the Seed Pattern in this expansion in your settlement's Seed Pattern deck when the Frogdog is in your campaign.

Drafting Table or Insight
Campaigns using the Seed Patterns pillar from the *Gambler's Chest* expansion gain seed patterns through the presence of the **Drafting Table** innovation. Add the following campaign milestone to your settlement record sheet, you will innovate Drafting Table when it occurs:

☐ First survivor to reach 3 understanding 🕮 **Designs and Dandelions**

If you are playing without Drafting Table but still want to include seed patterns in your campaign, gain a random seed pattern from your settlement's Seed Pattern deck whenever a survivor reaches the **Insight** understanding milestone.

Crafting Seed Pattern Gear

The steps for crafting seed patterns have terms in bold that are requirements. They must be present in your settlement to complete steps but are not archived or removed from your settlement. These are varied and can include anything from gear keywords, survivors who have reached certain milestones or suffered in certain ways, and even story events that have been triggered. Required events will specify if they must occur this lantern year. If there is any uncertainty about met requirements, meet them again after the seed pattern is discovered to craft the gear.

Steps marked with a blue icon may tell the story of how requirements are used. Steps with a purple icon describe transformations that occur as a result of the crafting process. Update all survivors, gear, and items that change as you complete the crafting process of a seed pattern gear.

Seed pattern rules are found in the *Gambler's Chest* expansion. Seed patterns can be added to any campaign to increase the variety of gear in the campaign.

Glossary

Onslaught: If all of your attacks rolls hit, double your wound attempt totals for the attack.

Prevail: Survivors may find themselves in a predicament requiring a dangerous choice. Spend all your survival (at least 1), or suffer the listed consequences.

Surpass X: A gear special rule. When your wound attempt total surpasses the monster's toughness by X or more, the monster suffers an additional wound.

: Exclude this unless explicitly instructed otherwise.

DEVOUR THE WHITE LION

A monster appears from the darkness and devours the White Lion.

The starting survivors battle the Prologue Frogdog instead of the First Story White Lion.

Level		Mov	Tgh	Spd	Dmg
1	Custom Deck List	6	7	-	-

Ⓢ Leap Ⓢ Foul Stench Ⓢ Double Sphincter Ⓢ Gaseous Bloat
Fart deck: Ⓑ

Place the monster in the center of the showdown board. Drawn to the scent of unease, barking dogpoles race out from under the Frogdog. All sane survivors are marked with dog scent and gain a -1 evasion token and a stink token.

Blind Spot

Heinous Origin

FROGDOG

Level 1 - Prologue

Monster Setup

Create the Deck

- Ⓑ **Wet Slap**
- Ⓑ **Gnashing and Barking**
- Ⓑ **Just a Taste**
- Ⓑ **Phantasmagoria**
- Ⓑ **Twitching Kick**
- Ⓐ **Abrasive Lick**
- Ⓐ **Soaring Bony Punch**
- Ⓐ **Snatch and Squash**

Set **Wet Slap** aside, shuffle the remaining cards, then place it on top of the deck.

Create the Fart Deck

The monster releases putrid emissions when it feels threatened. Shuffle the Ⓑ Fart cards to set up this deck for the prologue.

Create the Deck

Set **Twitching Digit Flexors** aside, shuffle all other cards, then place it on top of the deck.

Place Monster Traits in Play

Place Ⓢ **Leap**, Ⓢ **Gaseous Bloat**, Ⓢ **Double Sphincter**, Ⓢ **Foul Stench**, and the Fart deck comprised of Ⓑ farts on the monster control panel.

Showdown Setup

Legend

- Survivors
- Monster
- Mammoth Leaf

Terrain & Deployment

- 3 Mammoth Leaf terrain tiles, set up in the spaces.
- 1 Copperfish Den, set up normally.
- Place the monster in the center of the board.
- Place survivors in any blue spaces.

Aftermath

Victory

+1 Hunt XP
+ **Rewards**

Defeat

Game Over

Rewards

4 basic resources, 4 Frogdog resources, 1 White Lion resource.

LINGERING COUGH

Soon the darkness filled with waterlogged harmony.

A survivor returns to the settlement, pale and soaked with fever sweat. Nominate a returning survivor; they are afflicted. A persistent tickle in the throat becomes a relentless cough. Angry red gashes open on the afflicted's neck, swollen viscera distending their jaw. Their hoarse cough, moist and trilling with pain and longing, echoes in the darkness.

With a warbling cry of relief, the febrile haze lifts, but mutating manifestations urgently indicate the coming of change. The settlement innovates **Mere Omens** and nominates the afflicted to **Take Up the Mantle** of the Mere Navi (note this on the survivor and settlement record sheet).

Take Up the Mantle - roll 1d10

1

Despite their insistent prophecies, the settlement cannot bear the incessant hacking. They pile stones over the afflicted survivor's wheezing body until only a startling cough sounds occasionally. They are dead.

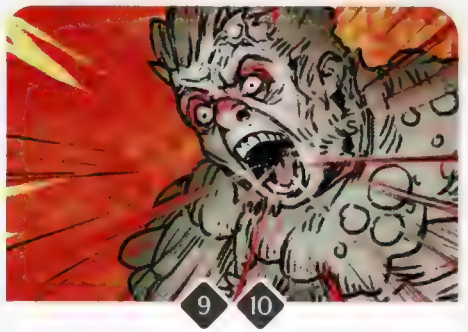
2 3 4

Mucus hardens into stone plugs inside your sinuses. Trapped in your congested head, the next powerful coughing fit explodes the delicate pressure in your eyes. Suffer the **blind** severe head injury.

If the settlement selected **Graves** death principle and has a **Spindly Paw**, they may archive the resource to adorn the cairn. The delicate digit bones clatter whenever abrupt coughing issues from the ground. The site is powerful; innovate **Shrine**.

5 6 7 8

Your immune system defends the host; the invading microbes petrify inside your leaky nose, turning it to stone and dropping off. The infection persists: flesh regrows, petrifies, and sheds continuously. Gain the **Stone Noses** gear. You have no nose; record this.



9 10

Over time, the alarming cough abates, occasionally rearing in times of stress. Gain the **Feral Shout** fighting art.

METAMORPHOSIS FESTIVAL

A freshly empty spawning pool signals the rite. Euphoric celebrations of change.

The enfeebled and battle-weary lower themselves into the roiling metabolic soup. Up to 3 survivors with the highest Hunt XP (retired if possible) **Harvest the Pool**.
On the shore, youths breathlessly anticipate the change. Up to 3 survivors with the lowest Hunt XP (0 Hunt XP if possible) are **Wrapped Alive**.

Harvest the Pool - Each survivor rolls 1d10

They disappear under the murky waters, then emerge, heaving strands of hydrophytes up from the depths. Even as they haul the plants out, the leaves continue to grow vigorously before their eyes. The fizzing waters clings to skin, depositing radical hormonal remnants.

1d10	Result
1	Fluids fill your flesh, erasing wrinkles and scars until the once-sagging skin stretches taut and bursts. A final gasp of horror issues from your plump lips before your lungs dissolve inside your body. Dead.
2 - 5	Warmth flows from the rapidly expanding fronds spooled from the depths. The metabolic heat flows up your arms, elongating your reach and fortifying your grip. Gain +1 strength and the Extra Long Arms ability. **Extra Long Arms:** Your Fist & Tooth has Reach 2.
6 - 9	Skin sags. Flesh melts, then springs back painfully as it re-forms. Roll a hit location dice twice; heal all permanent injuries at these hit locations. If you are retired, roll 1d5 and remove the resulting amount of Hunt XP. If you healed no permanent injuries, the metabolic overreaction grips your body. Suffer two random severe injuries.
10+	A sharp thorn pierces your skin. You cry out, gulping mouthfuls of fizzing pool water. Instantly, your eyes bulge out of your head, straining at the sockets. Suffer the **Chimeric Delusion**. If you are retired, set your Hunt XP to 0 and gain +1 strength and +1 luck.

Wrapped Alive - Each survivor rolls 1d10

Cries of delight and horror escape from between the strangling layers of swollen leaves. The tingling starts at the skin, spreading to the core. Fatigue slackens the squirming body within. Hormonal upheaval begins.

1d10	Result
1	A violent electrochemical storm descends from the top of your head to the tips of your toes, searing away the contents of your mind and scarring your muscles with a lifetime of wear. Gain 8 Hunt XP and lose your lifetime reroll. You may not use fighting arts.
2 - 5	Painful acne erupts atop every surface wrapped by the quivering leaves. The pustules grow over each other until they form a painful weeping carapace. Gain the Pubescent Vestment ability. **Pubescent Vestment:** When you **depart**, gain armor levels at every hit location equal to your Hunt XP milestones. When you suffer a severe injury, also suffer a brain trauma.
6 - 9	Your youthful vigor dissipates in patchy maturations. Roll a hit location dice twice. : Gain +1 strength. : Gain +1 speed. : Gain +1 movement. : Gain +1 evasion. : Gain +1 accuracy.
10+	Your youthful face is frozen forever; age and wisdom leave no trace. Your body surges to massive proportions. Gain +2 strength and +1 luck.

- Story Event -
NOODLING OF DEATH
You clutch the glowing lure, blindly lowering it into the fissure.

Every survivor with a Lure Lantern lowers their hand into the dark. **They each roll 1d10.**

1 - 3

The light clutched in your quaking hand attracts snapping teeth from the dark. Suffer the dismembered arm severe injury. Archive the Lure Lantern.

4 - 5

A wet mass wriggles up your outstretched arm. Gain a random vermin resource.

6 - 7

A lumpy body brushes past. You sink your hands into its gelatinous flesh, yanking free buzzing metal coils. Gain 2 bleeding tokens and the **Burnished Encephalomatter** strange resource.

8 +

Something clamps around your lure; your cry is cut short by a splash. You are pulled through the aperture into the Clear Waters below.

[illegible] - roll1d10

1 2 3 The water glints all around you. Teeming slimy bodies close in. You panic, swallowing metallic lungfuls and swimming blindly upward. Lose 3 survival and 3 insanity.

4 5 6 Waterlogged. You grope around the elusive crowds of darting figures until your hands grip something substantial. Gain a -1 evasion token and a soaking-wet random basic resource.

7+ Your fumbling hands grip the hairy cartilage slits of the alloy fish's gills, tickling the creature and sending it diving into the depths. Swim to the surface with a **Burnished Encephalomatter** strange resource or let the creature carry you down to **Eventide**.

Eventide - roll1d10

1 2 3 4 A cloud of translucent eggs forms a film over your skin, penetrating your epidermic pores. You gain the following impairment.

Living Film Parasites: Add a filmy light injury box to each hit location. The effervescent film consumes your striated tissue and dies away over time. You cannot erase your light injury level boxes for any reason.

5 6 7 Your stale breath is poison in your burning lungs. You wake up in the arms of your hunting party. Convulsing hiccups seize your body, and tears stream down your laughing face, tickled to despair. Suddenly a pair of shining golden eyes peeks out from behind your teeth. Lose all survival and suffer the collapsed lung severe injury. Gain a **Golden Frog** vermin resource.

8+ A luminescent tendril entwines with your hand, gently guiding you down. You may decline, ripping your arm free you escape the gloom; gain 1d10 insanity and +1 understanding. If you choose to proceed, your body adapts; gain SF **Buccal Blood Breathing** and proceed to **the Bottom**.

The Bottom - roll1d10

1 2 3 The pressure is too high. The pockets of air in your body collapse. You crumple into your flattest self. Dead. A violent feeding frenzy ensues. A random basic resources float to the surface in your place.

4 5 6 7 Two milky eyes float into view. Roll 1d10: if the result is higher than your courage, you give into fear, add 3 SR **Burnished Encephalomatter** to settlement storage and gain D **Fear of the Dark**. Otherwise you remain calm, turning away from the stare. You swim into the inky dark, colliding with a mammoth rotting hulk. Add 3 SR **Burnished Encephalomatter** to settlement storage, gain 3 random Frogdog resources, and +1 courage.

8+ You drift, hand in tendril, to a soft fleshy bottom. The water is so dark, it sucks the color from your skin and hair. Caressing a protuberance, you start to squeeze blindly, slipping a freezing fist-sized pebble from between warm folds of flesh. Gain the **Dark Water Pearl** rare gear. You emerge gray-skinned and white-haired, clutching your treasure. Gain 6 Hunt XP.

SAD FROGDOG SONG

A melody emerges from the heinous origin. Your senses cannot determine if it is sound or smell.

The high-pitched whistle of the emission seems to stretch in a frozen moment, sounding slower and lower, then finally disappearing into an infrasonic realm that is felt, not heard. The aroma stretches like gaseous fingers, probing every nostril, wrapping around their olfactory bulbs and tightening its hold until the puny sense organ is forever warped. Any scent will bring tears to your eyes. Every reminiscence will smell of sadness.

Gain **Eproctophilia** and **Breathe Deep**.

Breathe Deep - roll 1d10

1 2

The monster's pain sets your worst memories ablaze, burning away the delicate tapestry of your identity. It leaks out through your nose. You taste brain matter and sizzling blood. Suffer a random brain trauma for every Hunt XP you have. If you have 0 Hunt XP, foreign pain fills your mind. Gain two new disorders that you must keep.

If the settlement innovated **Saga**, you throw back your head, eyes rolling into your skull. Barking and shrieking, you sing the quality of your pain. Proceed to the 7+ result. All other survivors suffer ★ brain trauma.

3 4 5 6

Recollection comes undone. Untethered from your past, unable to form a future, you sing out for sorrow you no longer comprehend. Remove your name, abilities and impairments, fighting arts, disorders. Gain **Eproctophilia**, **Delirium**, and **Chimeric Delusion**.

The monster exhales through its heinous origin, emptying its straining lungs. It conjures its most painful memories to fuel its ultimate defense. Anyone the odor reaches experiences suffering, seasoned by the monster's despair, implanted directly into their amygdala. You learn to harness your despair. Gain the **Sad Frogdog Song** secret fighting art.

SHOWDOWN: BULLFROGDOG

Quarry

A guttural growl echoes in the stone mouths beneath your feet. Something in the darkness is calling, but not for you.

Hunt the Bullfrogdog

Use Level 3 Frogdog hunt setup.

Caper

Place the monster in the center of the showdown board. A vigorous flourish of its horns heralds a guttural growl from within the titanic sac. The monster gains +1 accuracy and +1 damage tokens.

Blind Spot

Heinous Origin

Level	B	A	L	O	Mov	Tgh	Spd	Dmg
3	9	7	2	5	10	17	+2	+2

S Foul Stench
S Mature
A Indigestion
Fart deck: A + L

S Double Sphincter
S Bullish Charge

S Gaseous Bloat
S Indomitable

Tokens: +2 Accuracy, +1 Luck

Showdown Setup

Type: Frogdog
Terrain & Deployment: Use level 3 Frogdog setup.
Special: Include 3 hit location cards marked with in the Bullfrogdog's hit location deck.

Aftermath

Victory
+2 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat
The monster pounds the stone-face ground, splashing viscera and scattering bone before losing interest and lumbering into the darkness. Its carbuncles whistle a merry tune. Archive any frail or fragile gear from the deceased survivors.

Rewards

The first time the Bullfrogdog is defeated, add **Tuskworks** to the settlement's locations. The survivor who dealt the killing blow gains confidence and thickness in their gular region. They gain the **Bullfrog Neck** ability.

Bullfrog Neck: Your thick neck supports your head mentally and physically. Add +1 to head severe injury rolls. Double your courage for any rolls that would take it into account.

The group gains the following rewards:
4 basic, 8 Frogdog resources.
1 **Black Lichen**, **Prime Tusk**, **Gular Sac**.

SHOWDOWN: FROGDOG

Survivors' heavy footfalls in the darkness agitate spores that pollinate the hostile plants crowding the cesspond. This highly toxic foliage comprises the Frogdog's diet. A menu of corrosive poisons churns in the monster's labyrinthine digestive tract, producing gases of kaleidoscopic character.

Quarry

Select an encounter level and set up the hunt board.

Showdown Setup

Legend

- Survivors
- Monster
- Mammoth Leaves

Terrain & Deployment
- 3 Mammoth Leaf terrain set up in the green zones.
- Place the Frogdog in the center of the board.
- Place survivors anywhere in the [illegible].

Aftermath

Victory

Level 1	Level 2+
+1 Hunt XP	+2 Hunt XP
+1 Weapon Proficiency	+1 Weapon Proficiency
+ **Rewards**	+ **Rewards**

Defeat

The waterlogged remains of the survivors bob close to the surface. Archive all soluble and perishable gear; it cannot be recovered.

[illegible]

Place the monster in the center of the showdown board. Drawn to the scent of unease, barking dogpoles race out from under the Frogdog. All sane survivors are marked with dog-scent and gain a -1 evasion token and a stink token.

Blind Spot

Heinous Origin

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	2	-	7	8	-	-

S Leap
S Gaseous Bloat
S Foul Stench
Fart deck: B
S Double Sphincter

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	6	-	9	11	+1	+1

S Leap
S Gaseous Bloat
S Foul Stench
S Mature
S Double Sphincter
Fart deck: B + A

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	9	8	2	10	17	+2	+2

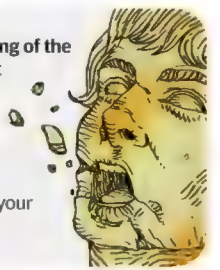
S Leap
S Gaseous Bloat
A Indigestion
S Foul Stench
S Mature
Fart deck: A + L
S Double Sphincter
S Indomitable
Tokens: +2 Accuracy

Rewards

The first time the Frogdog is defeated, add Froskrafter to the settlement's locations and 🕮 **Lingering Cough** to the next lantern year on settlement timeline.

The group gains the following rewards:

Level	Reward
1	4 basic, 4 Frogdog resources
2	4 basic, 6 Frogdog resources, 1 SR **Bioluminescent Tonsils**
3	4 basic, 8 Frogdog resources, 1 SR **Black Lichen**, 1 SR **Bioluminescent Tonsils**

If the settlement has **Song of the Brave** when they defeat a level 3+ Frogdog, the survivors hear the strains of a greater beast's call.

Add the Bullfrogdog to your quarry list.